Activities (Continued)

Pie Eating Contest 0 & 10	**Objectives:** Compare two sets to determine which set has more. This activity reinforces counting skills and introduces the concepts of more and less. Two contestants in a pie eating contest are shown eating pies. Then the student is asked how many pies each contestant ate. Each contestant is circled in turn, and the student presses the space bar when the winner (the one who ate more) is circled.
Arcade Game 0 & 10	**Objectives:** Form one-to-one correspondence between sets and numbers. A number of toys appear in a carnival booth, and a numbered wheel spins around. The student is asked how many of a certain kind of toy are shown. When the appropriate number is in the target area box, the student presses the space bar. (Numbers 1-7 are on the first wheel, while numbers 4-10 are on a second wheel.)

Care of Disks

The micro-software program is recorded on the magnetic coating of the program disk, which is permanently sealed inside a protective cover. Do not touch the surface of the disk that is visible through the oval cutout in the protective cover. When the disk is not in use, it should be returned to its own envelope and stored in a safe place away from dust, magnetic fields, and temperature and humidity extremes. Do not bend, staple, or write on the disk or its protective cover with ball point pen or pencil.

Warranty

Troll Associates provides a lifetime guarantee on Troll micro-software disks. If any program disk is accidentally damaged or ever fails to load or run, simply return it to us for a free replacement.

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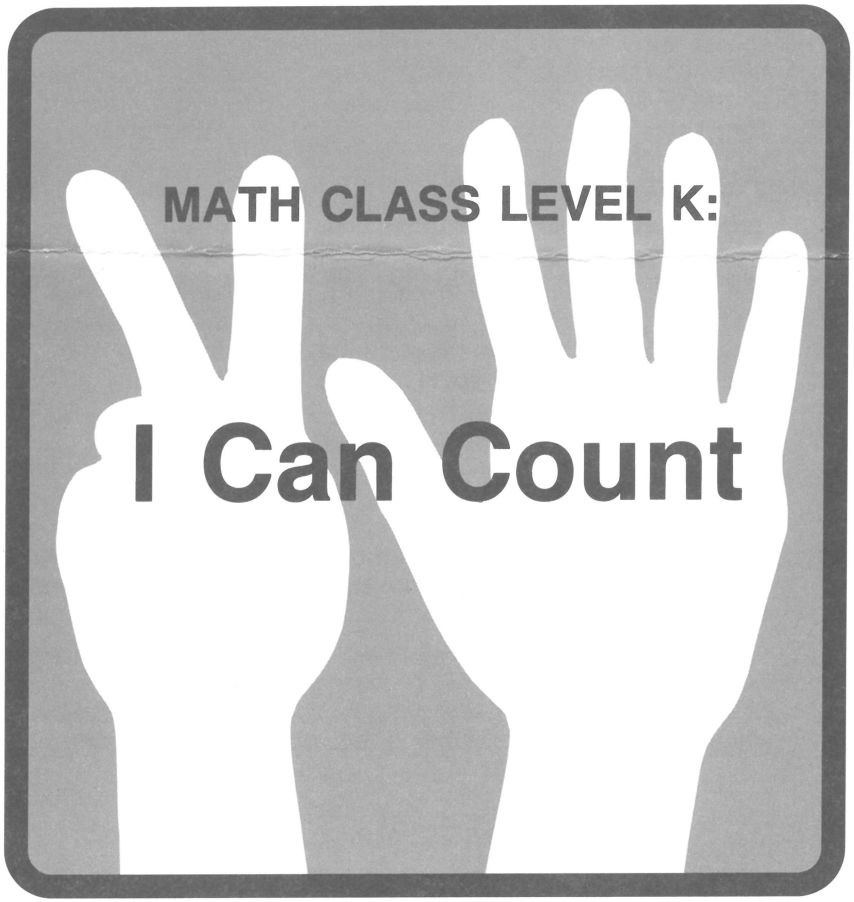
Troll MICRO

COURSEWARE

USER'S GUIDE



Troll Math Class
Level K: I Can Count
Micro User's Guide

System Requirements

1. Apple IIgs, IIc, IIe, II+, or II (with Applesoft and at least 48K of RAM).
2. One disk drive.
3. A TV set or video monitor (color is recommended).

How to Use This Program

Troll Math Class is designed to introduce students to basic math skills in a format that is entertaining as well as educational. Each level focuses on a specific concept and includes a variety of activities to teach and reinforce that skill. **Level K: I Can Count** introduces one-digit numbers and the number 10, and gives students practice in recognizing those numbers and counting from 1 to 10.

Getting Started

Insert the program disk into the disk drive with the label facing up and the oval cutout facing away from you. Close the door on the disk drive and turn on the monitor and computer. The red light on the disk drive will light up as the program loads.

NOTE: Some Apple computers require that PR#6 be typed before the program begins loading.

When the program has loaded, the Troll logo will appear, followed by the title. Then the main menu appears: four target groups of numbers are shown, one group at a time.

1, 2, 3 4, 5, 6 7, 8, 9 0 and 10

The student presses any key to select the group of numbers shown on the screen at any time. If no key is pressed within approximately five seconds, the next group of numbers appears, and so on.

After a group of numbers has been selected, the student sees a menu of activities that use those numbers. To choose an activity, the student simply presses the indicated key. The activity will load and run automatically. After each activity is completed, the student is returned to the main menu.

Special Keys

CONTROL	X	Return to Main Menu
CONTROL	O	Turn Sound On or Off

The Activities

Press and Count
1, 2, 3
4, 5, 6
7, 8, 9
0 & 10

Objectives: Recognize the words and numbers 1-10; count objects from 1 to 10.
A given number of animal shapes appear, along with a number word and matching numeral, and the student presses the corresponding number key to animate the animals. After all numbers in the target group have been used, student sees a number of animals and counts them by pressing a special key. (On the Apple IIe and IIc, students should press either APPLE key. On the Apple II or II+, students should press the SPACE BAR.) Each time the special key is pressed, one of the animals fills with color.

How Many?
1, 2, 3
4, 5, 6
7, 8, 9

Objectives: Count objects in a set and identify the number.
Three sets of objects or animals are shown and the student is asked how many are in a particular set. The student presses the appropriate number key in response.

Circle a Set
1, 2, 3

Objectives: Form one-to-one correspondence between sets and numbers.
Three sets of animals are shown. In turn, each set is enclosed in a circle. Student must press the space bar to stop the circle when it surrounds a particular set.

Which Number Comes Next?
4, 5, 6

Objectives: Complete a sequence by adding one.
Several animals, each numbered consecutively, march across the screen. When asked what number comes next, the student presses the appropriate number key in response.

Find the Missing Number
7, 8, 9

Objectives: Complete a sequence by filling in a missing number.
Several animals march across the screen. They are numbered consecutively, but the number is missing from one animal. The student presses the appropriate number key to supply the missing number.

Zero
0 & 10

Objectives: Recognize 0 as a number; understand the concept of zero.
Zero is introduced as a number that means none. The word "zero" and the numeral 0 are shown, and the student is instructed to press the 0 key. Then three figures appear, two of which carry different numbers of balloons, and one of which carries zero balloons. Each figure is circled in turn, and the student is asked to identify each set.

(Continued)